Wii
OFFICIAL VIDEO GAME
vancouver 2010
nintendo Wi-Fi connection
MARIO & SONIC AT THE OLYMPIC WINTER GAMES
EVERYONE
E
CONTENT RATED BY ESRB
Compatible with Wii Balance Board
Sold separately
Published by
SEGA
INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

⚠ WARNING - Injury Due to Pre-existing Conditions

Gameplay with the Wii Balance Board may require varying amounts of physical activity. Consult a doctor before using the Wii Balance Board if:

- you are or may be pregnant,
- you have heart, respiratory, back, joint or other orthopedic conditions,
- you have high blood pressure,
- you have difficulty with physical exercise, or
- you have been instructed to restrict physical activity.

While using the Wii Balance Board, if you experience excessive fatigue, shortness of breath, chest tightness, dizziness, discomfort or pain, STOP USE IMMEDIATELY and consult a doctor.

HEALTH AND SAFETY INFORMATION

To prevent injury and/or to prevent damage to the Wii Balance Board or surrounding objects, follow these guidelines during gameplay:

- Be aware of your balance so that you do not slip or fall from the board. Avoid more movement than is needed to operate the game you are playing.
- Do not wear shoes or socks while using the board. Playing barefoot should reduce the risk of slipping or falling. If your feet become damp during gameplay, stop and dry your feet and the board before continuing.
- No more than one person should use the board at a time.
- Make sure you have adequate space between you and any other objects or people during gameplay. Nintendo recommends at least 3 feet (1 meter).
- Avoid stepping or standing on the edges of the board.
- Always place the board on a flat, horizontal and stable surface. Do not use the board on slippery surfaces. If using on thick carpet, use the Wii Balance Board foot extensions included with the Wii Balance Board.
- Do not use the Wii Balance Board if you are under the influence of alcohol or any other substance which could affect your sense of balance or perception and cause you to slip or fall.

IMPORTANT PRECAUTIONS WHEN USED BY CHILDREN:
An adult must explain all Health and Safety Information and usage guidelines and instructions to all children who are going to use the Wii Balance Board. Failure to do so may result in injuries or damage to the system or other property. Observe children during gameplay for proper and safe use of the board.

An adult should assist young children when first playing to make sure they understand correct use.

Vimm's Lair

Official Nintendo Seal

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

DOLBY PRO LOGIC II

Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double-D symbol are trademarks of Dolby Laboratories.

This game is presented in Dolby Pro Logic II. To play games that carry the Dolby Pro Logic II logo in surround sound, you will need a Dolby Pro Logic II, Dolby Pro Logic or Dolby Pro Logic IIx receiver. These receivers are sold separately.

EVERYONE E CONTENT RATED BY ESRB

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To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, school, e-mail or home address when communicating with others.

The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at support.nintendo.com/wiiprivacy.jsp.

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Thank you for purchasing *MARIO & SONIC AT THE OLYMPIC WINTER GAMES™*. Please note that this game is designed only for use with the Wii™. Be sure to read this instruction booklet thoroughly before you start playing.

All the Olympic Records used in the game are accurate as of April 30, 2009. The Course Records are originally set up for the game.

The Olympic Events in this game may not reflect the technical rules and regulations recognized by the International Olympic Committee (IOC).

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Welcome to Vancouver

Surrounded by the majestic peaks of the North Shore Mountains and the gentle waves and flow of the Pacific Ocean, Vancouver is the biggest city (with a population of over 2.2 million) to ever host an Olympic Winter Games. The West Coast Canadian city will host the Games from February 12 to 28, 2010, along with the world-class ski resort of Whistler, where alpine skiing, cross-country skiing, sliding, and Nordic events will be held. Whistler has one of the fastest sliding tracks in the world, with speeds clocked at over 150 kilometres an hour! The winding track is located under a forest canopy in the beautiful Fitzsimmons Valley. The newest Olympic sport, ski cross, is a freestyle skiing event in which skiers begin with a mass start and then race down a steep, tight, winding course. Ski cross debuts at the Cypress Mountain venue, a short drive from downtown Vancouver.

The Vancouver Organizing Committee for the 2010 Olympic and Paralympic Winter Games aims to leave a legacy of sustainability on everything it touches. For example, the venues are eco-friendly, waste and carbon emissions are reduced and the Whistler alpine skiing course was redesigned to avoid damaging a rare small-tailed frog habitat.

Vancouver and Whistler will also host the Paralympic Winter Games from March 12 to 21, 2010.

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

⚠ *CAUTION: WRIST STRAP USE*

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

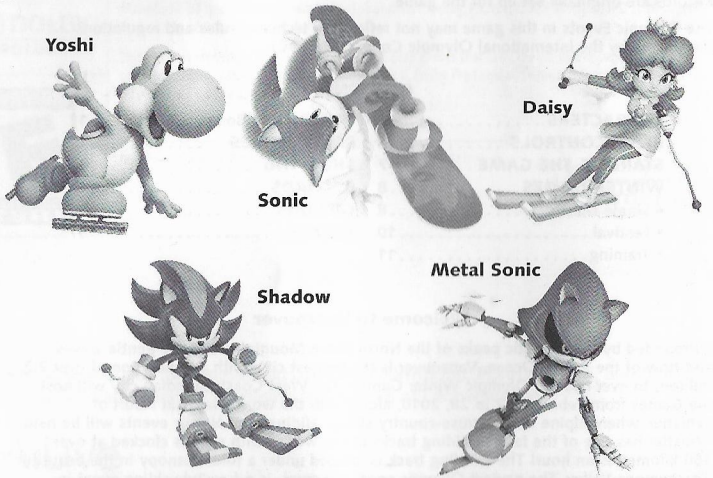
Also remember the following:

- *Make sure all players put on the wrist strap properly when it is their turn.*
- *Do not let go of the Wii Remote during game play.*
- *Dry your hands if they become moist.*
- *Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.*
- *Stay at least three feet from the television.*
- *Use the Wii Remote Jacket.*

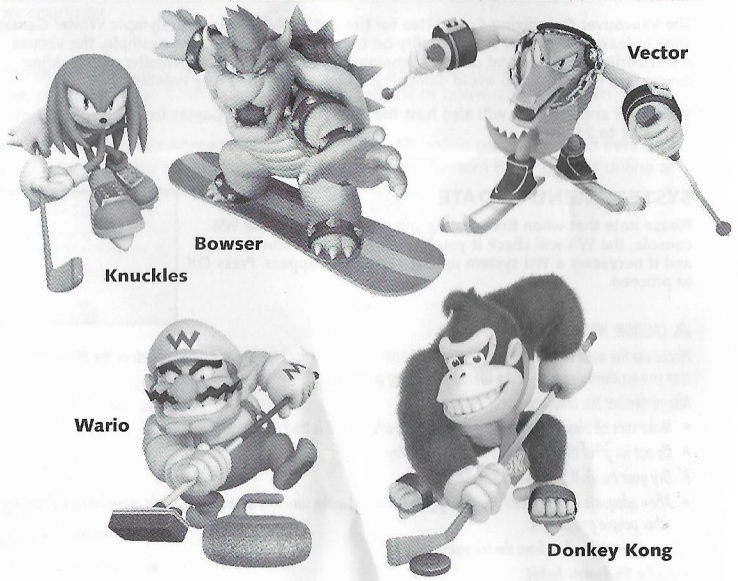
Vinnie's Lair

CHARACTERS

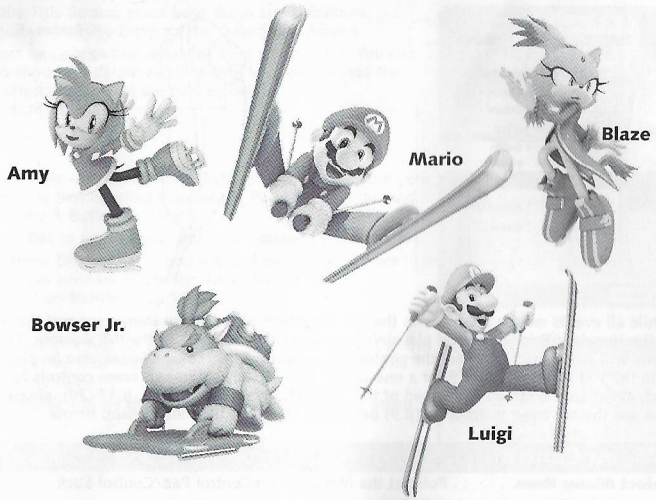
Speed Type



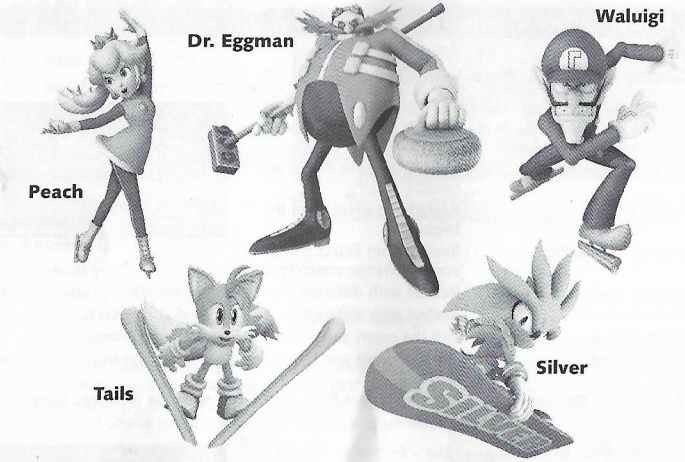
Power Type



All-Around Type



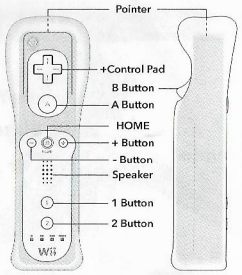
Skill Type

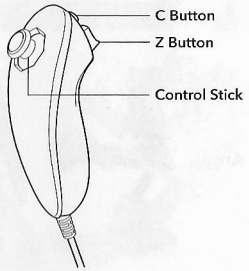


Note that each character has different abilities. There are some events each character will be especially good at, and some events they are not so good at. See details of each character in the Select a Character screen before entering a competition.

Vimm's Lair

BASIC CONTROLS





While all events can be played with the Wii Remote™ alone, some events support the use of the Nunchuk™ for improved playability. Connect the Nunchuk to the Wii Remote. The game will automatically detect the controller you have. Selected events can also be played with the Wii Balance Board™ for a one-player game (p.11). Although some controls for each event are explained at the end of this instruction booklet (Events, p.17~20), please also see the onscreen instruction (p.9) before the event, or the Pause Menu below.

Menu Controls

Select Menu Item. . . . . Point at the Menu Item/+Control Pad/Control Stick
Enter Selection. . . . . A Button
Cancel/Back One Step. . . B Button

Pausing the Game

Pause the event. . . . . + Button
Display the HOME Menu. HOME Button

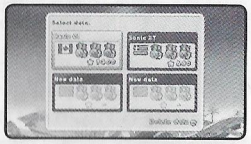
During the event, you may pause the game at any time. Note that the contents of menu items may differ according to the mode you are in.

Resume game. . . . . Close the Pause Menu and resume playing.
Start over. . . . . Restart the event from the beginning.
Select character . . . . . Restart from Select character screen (change character).
Select event . . . . . Restart with different event (change event).
Select music . . . . . Restart with different music (figure skating only).
Quit game . . . . . Exit the event and return to Winter Games Menu.
Quit event . . . . . Exit the event and return to Select event screen (Festival Mode only).
Exit Party Games. . . . . Exit the current Party Game and return to the Party Games Menu.

During the Pause Menu, press the – Button to display instructions of the control or rules of the party game you are playing.

STARTING THE GAME

At the Title Screen, press both the A and B Buttons simultaneously to bring up the Data Select Screen.
Select one of the four available data slots to use. You can also choose to delete existing data from here. Press the – Button, then select the data to delete.

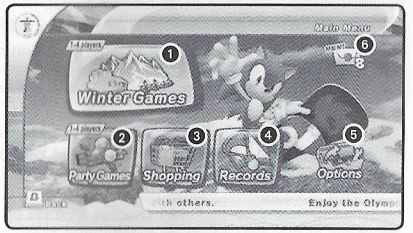


If you have selected a **New data** slot, you will create your profile by first entering your name. Point at the letter and press the A Button to enter.
Select **OK** to finalize your entry, or **Cancel** to cancel entry.
Caution: The nickname you use will be seen by others when you connect online for the Nontendo Wi-Fi Connection Rankings (p.15).

Next, select a flag for your profile. Select left or right arrow (or press the + or – Button) to change the continent, and select the flag.
Your profile can be changed later from the Options menu (p.16).

Main Menu

Point at the menu item, and press the A Button to proceed; press the B Button to return to the Title Screen.



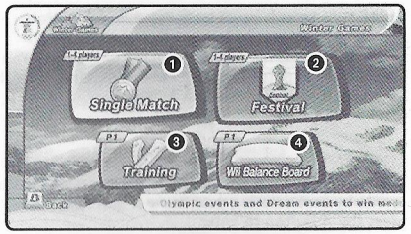
❶ **Winter Games (p.8)**
Enjoy the Olympic Events or Dream Events by yourself or with others.
❷ **Party Games (p.12)**
Enjoy the three types of party games.
❸ **Shopping (p.14)**
Shop for cool items or brush up on Olympic trivia.
❹ **Records (p.15)**
View awards you've won and check high scores.
❺ **Options (p.16)**
View profiles, or change the language or weather settings.
❻ **View Mail**
As the game progresses, you will at times receive mail from the game. If you have new mail, a "**NEW!**" mark will be displayed on the View Mail icon. The number at the lower right of the icon indicates the quantity of unread mail.

Vimm's Lair

WINTER GAMES

This is where you play the events of the Olympic Winter Games. Select from the following modes:

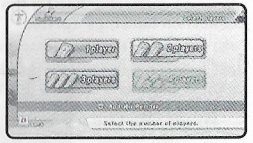
1. **Single Match** (1-4 Players)
2. **Festival** (1-4 Players) (p.10)
3. **Training** (1 Player) (p.11)
4. **Wii Balance Board** (1 Player) (p.11)



Single Match

This is the mode to play individual events. First, select the number of players participating in the game.

Note: To play the multiplayer game, you must have more than one Wii Remote. With Wii Remote(s) synced to the same Wii, simply press any button to add. To use Wii Remote(s) not synced to the Wii in use, first, press the + Button on any synced Wii Remote, then press the 1 & 2 Buttons simultaneously on the Wii Remote you wish to add. Finally, select the number of players.



If you have selected more than one player, select the mode of play for multiplayer game:

Versus . . . . . Everyone plays against each other.

TeamVersus . . . . . Play a two-on-two game.

Co-op Play . . . . . Everyone plays on the same team.

Notes: In TeamVersus or Co-op Play, your selection on the next screen (Select Event) will be limited to team events. Also, in Verus or TeamVersus, your records will not be saved onto your data, and you will not earn medals.

There are nine sports with 16 events. Select a sport. If the selected sport contains multiple disciplines or events, select the event to play.

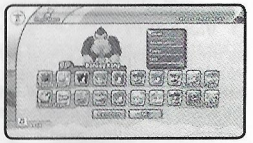
Apart from the Olympic Events, there are also Dream Events with original rules. Select **Dream Events** to switch the Menu, then select an event.

Note: Among the Dream Events, only Dream Ski Cross and Dream Snowboard Cross are available from the beginning. You will need to unlock the other events in order to play them.

Next, select a character to use. If you select **Random**, the characters will be selected randomly by the game. If you select **Mii**™, you may select one of the Mii characters registered to your Wii console.

With TeamVersus play, you can change the setup of the teams. Press the 2 Button to change the distribution of team members.

Select **OK** to confirm your selection.



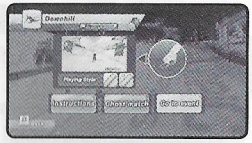
Notes: If you are playing a team event by yourself, you can select up to four characters. When one character is selected, a dimmed **OK** icon will be displayed. Select this, and any member in your team not selected will be chosen by the game automatically. With multiplayer play, each player selects one player, and the game will automatically choose the character(s) to fill the vacant spot(s) on the team(s). Also, when playing a team event (such as team large hill, bobsleigh, ice hockey, etc.) in one-player or multiplayer Co-op Play, you can use a team registered in Festival Mode (p.10). Press the 2 Button to call up the team members.

You are now ready to play the event. Select one of the following:

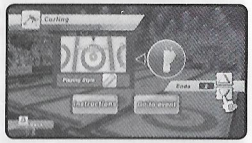
Instructions . . . . . **View Rules**, **Controls**, **Tips**, **Items** (Dream Events only) or **View all** to see the event in step-by-step descriptions.

Ghost match . . . . . Have your fastest data displayed while racing in the event. Available only with selected events, and whenever the Ghost data is present (see below).

Go to event . . . . . Start the event.



For some events, point at the arrows on the right side of the screen to change the number/amount of Periods/Ends/Time in a match.



For some events, there may be additional settings you must choose before you start the event:

- Some events in TeamVersus or Co-op Play: select **Team setup** to change the order or positions in the team. Select two characters in the team to switch places. Some events also allow you to assign who controls the non-player member(s). Point at the player number below the character face and press the A Button to go through the players or COM.
- Snowboard events (halfpipe or snowboard cross): select your stance (**Normal** or **Goofy**).
- Figure skating: select music for your routine.

You will now play the event. When playing an individual event in multiplayer versus play, all players play simultaneously, splitting the screen for each player.

After the event, the result of the event will be displayed. Here, press the – Button to switch to Replay Mode, clearing the standings from the screen. While in Replay Mode, hold the B Button to fix the replay camera position directly in front of you.

With multi-turn or multi-match events, repeat until all turns/matches are completed.

If your rank is 3rd place or higher, the award ceremony will be played and you will receive a medal.

With some events, if you finished first with the fastest record, your performance can be saved as Ghost data. Select **Yes** if you wish to save it. This will enable the Ghost match selection for the event.

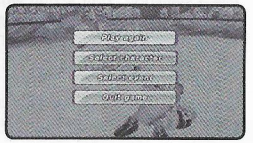
Finally, select one of the following to proceed to next:

Play again . . . . . Play the same event again.

Select character . . Play the same event with a different character.

Select event . . . . . Play a different event.

Quit game . . . . . Return to Winter Games Menu screen.



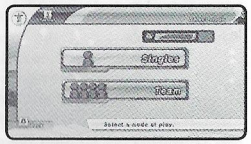
Depending on your performance, you will earn Star Tokens, which you can use to purchase various items in Shopping Mode. Also, by fulfilling certain requirements, you may earn various emblems.

Vinnn's Lair

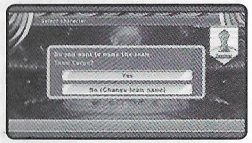
Festival

Play all events from Opening to Closing Ceremonies to try and become the overall champion.

First, select if you are playing **Singles** or as a **Team**. If you selected Team, select the number of players participating. With Team play, you will play as the members(s) of a four-man team, regardless of the number of players participating. Next, select whether to start a **New Game** or **Continue** a game.

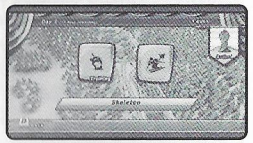


After the Opening Ceremony, select the character(s) to use. Formerly, the selection for the number of players paricipating (Team Play) was made after the Opening Ceremony. It is now made before the Opening Ceremony.



Using Your Team in Single Match Mode
The team members registered in team play of Festival Mode can be used in Single Match mode (p.11). In one-player or multiplayer Co-op Play, select any of the team events, then in Select character screen press the 2 Button to call up the registered members.

For each "day" in the Festival mode you have multiple event selections, and there may be a training session or a competition. Select an event to participate in. Depending on your performance, points are awarded. Complete all events to end the "day."



At times, a rival will appear to challenge you. Compete against the rival in an event, and you will earn points for winning the event.

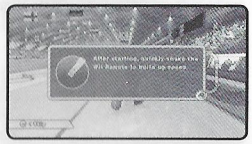
There are also breaks in the Festival mode. Go visit a village and shop for cool items. See Shopping (p.14) for details. Press the B Button to quit shopping and advance to the next day.

To leave the Festival mode, press the B Button during the event selection. Your action will need to be confirmed. If you select **Yes** to leave, the progress of the mode will be saved automatically.

Training

Select an event and character(s) as you do in Single Match, then practice the event by completing a given task.

After you select Training, you will be given a step-by-step lesson to learn the controls (press the – Button to skip).

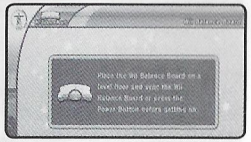


You will be given a task for your Training session. After the completion of the Training session, your performance will be evaluated, and you will earn Star Tokens accordingly.

Note: You cannot select Dream Events in Training. You may only select from the Olympic Events.

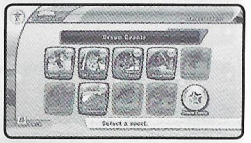
Wii Balance Board

Some events can be played using the Wii Balance Board for one-player play. After you select this mode, follow the onscreen instructions to initialize the Wii Balance Board. For information on syncing the Wii Balance Board, please refer to the Wii Balance Board Operations Manual.

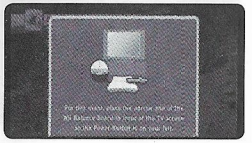


Attention: Wii Remote Required
You will also need to hold a Wii Remote for the Menu controls, pausing the game, and other specific controls in the events such as running at the start of bobsleigh/skeleton. A Nunchuk is also required for making a grab in halfpipe.

The flow of the mode afterwards will be the same as in Single Match (p.8), except you will have a limited selection of the events, and you will not select the number of players. See p.17~20 for the available events with the Wii Balance Board.



Depending on the events, you will need to sit on the Wii Balance Board (bobsleigh and skeleton) or place it vertically towards your television set (snowboard events).



Make left/right movement or accelerate/brake (where applicable) by shifting your body left/right/forward/backward.

To jump in applicable events, shift your weight onto your toes at the correct time. Do not jump on the board.

To perform tricks in events with aerial tricks, shift your body weight left/right/forward/backward during the jump.

With ski jumping, crouch (from standing position) to start, stretch out to jump, then crouch again to land.

Notes

- Wii Balance Board sold separately with Wii Fit™.
- During the events, please remain on the Wii Balance Board until the result is displayed.
- The Wii Balance Board will turn itself off after exiting the mode. The initialization process will be performed each time you select this mode.

Some events can be played using the Wii Balance Board for one-player play. After you select this mode, follow the onscreen instructions to initialize the Wii Balance Board. For information on syncing the Wii Balance Board, please refer to the Wii Balance Board Operations Manual.

Vinm's Lair

PARTY GAMES

Play in three kinds of Party Games that involve Olympic and Dream Events.

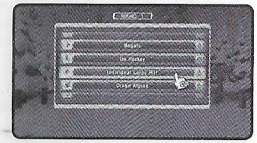
First, select the number of players participating in the game. Then select the Party Game to participate in.

Balloon Attack

Earn balls, and pop balloons for points.

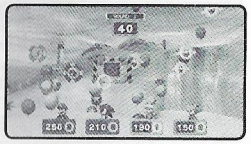
Each player will first decide the character to use, then select the number of games (rounds) to play.

Next, on each round the designated player (player 1 on Round 1, player 2 on Round 2, and so on) will select the event, then compete in the selected event as normal.



After the event, each player will be given a number of balls according to their placement in the event. Then, on the ensuing balloon attack, shoot the balls and hit as many balloons as you can within the time limit of 60 seconds. If you run out of balls, your sight becomes a barricade for other players.

At the end of a specified number of rounds, the player with the most points is the winner.



Items

Point Balloon
Round balloon score 10 points, jet balloons score 20 points.

Ball Balloon
Collect two balls.

Item Balloon
Take the item contained inside.

Mega Mushroom
Expands your sight, making it easier to hit targets.

Barrier
Protects you from Boo.

Bow & Arrow
Allows you to hit multiple balloons in a line.

Bomb
Triggers a blast that pops any nearby balloons.

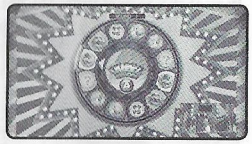
Boo
Lose 10 points if you hit Boo.

Wheel Challenge

Spin a wheel to set up a Leader, and finish the event ahead of him/her for points.

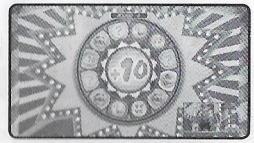
Each player will first decide which character to use, then select the number of games (rounds) to play.

Next, a designated player will spin the wheel to determine a "Leader" for the next event. If the wheel stops on the **VS** spot, the players will compete in a two-on-two battle (in this case, there will be no Leader for the event).



If the wheel stops at one of the **"?"** spaces, a special event takes place. This could be instant points (for the player who spun the wheel), double points for everyone on the next event or shuffling of the wheel amongst the other players. The next player will then spin the wheel until it stops at either the character space or VS.

The player will then select the event to play, and the players will compete in the events.



After the events, the Leader will earn 10 points* for each player he/she finishes ahead of. The other player(s) will take 10 points* away from the Leader for finishing ahead of the Leader. With Team Battle, the members of the winning team will earn 20 points* each.

At the end of all rounds, the player with the most points is the winner.

* The amount will vary depending on the effects from the special events.

Panel Flip

Claim as many panels as you can.

First, select four characters to participate in the game (both players and COM characters). Then, select the number of games (rounds) to be played.

The game is played two-on-two. The first two players will team-up to play against the latter two players.

On each round the designated player will select the event to play, then compete in the event.

At the end of the events, each player will earn mobility (in points) for their rank in the event. Then, in the order of rank, each character will move on the panel, one mobility per step, to any direction possible. The panel each player passes over will belong to his/her team.

Upon moving and for tactical purposes, you may choose to stop before you use up your mobility. Any unused mobility (up to 9 units) will be stored in your team's pool either for your teammate to use or to be used in later rounds.

Some panels move around before the players make their move, preventing players from moving to that specific location.

There are also items on some panels for various effects.

At the end of all the rounds, the team with the most panels claimed is the winner.

Items

High Speed Shoes
Increases mobility by one.

Barrier
Puts a shield around one panel, making it impossible to pass over.

Lakitu
Picks one character and places them on a specified panel.

Boo
Steals mobility from the opposing team.

Lightning
Reduces one rival's mobility to zero and costs them a turn.

Chao
Turns one row or column into your team's panels.

Vinm's Lair

SHOPPING

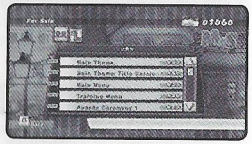
Visit a village and shop for cool items. Point at the entrance of the shop and press the A Button to enter. Point and select one of the arrows to scroll the screen left/right.

Inside the shops that apply, select **For Sale** to buy an item, or **Collection** to view what you already have.

Note: By fulfilling certain conditions, a new shop may open for business.

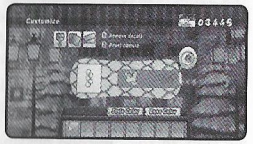
Music Shop

You can purchase and listen to the music used in the game. Select one of the icons displayed at the top left to select from in-game music or Mario Series/Sonic Series music. Then, from the list displayed, select the music to purchase. The figure next to the music title is the amount of Star Tokens needed to purchase it. To listen to the music, select Collection, then select the music from the list.



Sports Shop

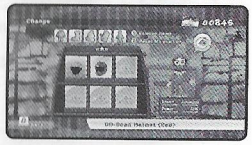
Buy various paints, decals and banners for your gear. Select one of the icons at the top left to change the list, then choose the paints, decals or banners of your choice (when available, select left/right arrows or press the +/– Button to change the page). Then, select Customize from the Sports Shop Menu, select the gear using the +Control Pad and the A Button, and select the paint, decal or banner (one each). For paints, you may also choose the Style Color and Base Color. To remove, select the type and press the 1 Button.



Point at the gear and hold the A Button, then twist the Wii Remote to see the gear from various angles. Press the 2 Button to reset the camera.

Boutique

Buy outfits for your Mii. Select one of the icons at the top left to change the list, then choose an outfit (when available, select left/right arrows or press the +/– Button to change the page). Then, select **Change** from the Boutique Menu, select the Mii of your choice (select **OK** to confirm), and select the outfits to put on. Press the 1 Button to remove all outifits. Note that suits cannot be worn together with other outfits.



Point at the Mii and hold the A Button, then twist the Wii Remote to see the Mii from different angles. Press the 2 Button to reset the camera.

Library

Buy and view trivia and information about the Olympic Winter Games. First, select a book. Then, select the topic to buy. If you have enough Star Tokens, your action will be confirmed. Select Yes to read. Once the topic has been bought, you may read it again freely anytime afterwards.

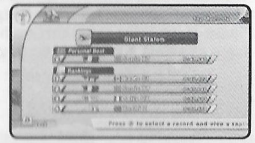
RECORDS

View awards you've won, and check high scores.

Top Records

Select the event to view the records. While the Personal Best displays your best record in the current data you are playing, the rankings are taken out of all four data in your Wii console. You can also select records with a ghost data, and either **Watch replay footage** or **Play against ghost data**.

Note: There are no "best" records for some events. These cannot be selected.

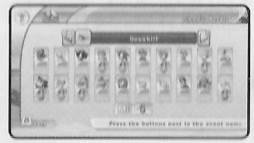


Award Gallery

View medals and emblems won. Select one of the following:

Olympic Medals

View medals won in the Olympic Events. Select an event to view. The game will show the medals won by each character for the selected event. Select the left/right arrows next to the event name (or press the +/– Button) to change the event.



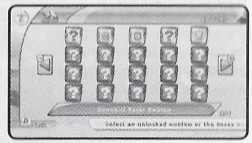
Dream Medals

View medals won in the Dream Events. The controls are the same as for Olympic Medals.

Emblems

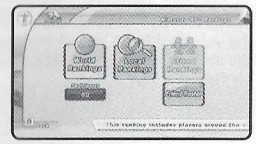
View emblems won. Select the left/right arrows (or press the +/– Button) to change the page. Select the emblem to view it, along with its information.

Emblems are won by fulfilling a certain condition. However, by fulfilling other certain conditions, the selection(s) with "**?**" mark will be lit in light blue. Select one of these, and you will be given information on how to earn this emblem.



Nintendo Wi-Fi Connection Rankings

Connect to the Nintendo Wi-Fi Connection Rankings, and view your rank. Your record will also be registered to Nintendo Wi-Fi Connection Rankings. Select **Yes** to connect, then select one of the following:



World Rankings

View the world rankings. Select the sport to view. When a list of records is displayed, press the 2 Button to look for your record.

Local Rankings

View the record in your region. The controls are the same as in World Rankings.

Friend Rankings

View the record that includes your friends. The controls are the same as in World Rankings. You must have at least one friend registered in order for this Menu to be active.

Friend Roster

Select a slot, then register a friend code. Your friend code is displayed above the list. You can delete a friend if needed. If you register a friend's friend code, they must also register your friend code.

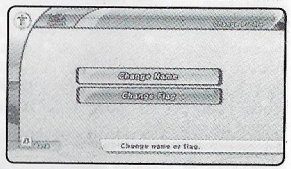
Vinm's Lair

OPTIONS

View/change your profiles, check the weather or transfer Star Tokens.

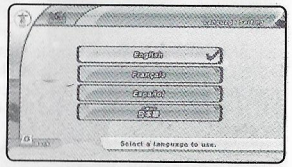
Change Profile

Change Name or **Change Flag** of your profile. Please see p.7 for directions on how to enter a new name or select a new flag for yourself.



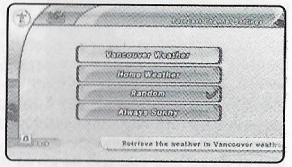
Language Setting

Select the display language (**English**, **Français**, **Español** or **Japanese**).



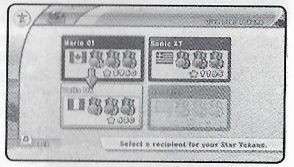
Forecast Channel Settings

If your Wii is connected to the internet with WiiConnect24 (in Wii Menu) set to **ON**, you may select the current **Vancouver Weather** or **Home Weather** (weather of your local area) to be reflected on the outdoor events of the game. If you are not connected online, you may only choose **Random** or **Always Sunny**.



Give Star Tokens

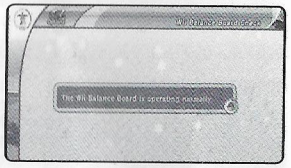
Give your unused Star Tokens to the other data slot on your Wii. First, select the data slot to give your points to. Next, click on the up/down arrow (or use the +Control Pad/Control Stick up/down) to select the amount of points to give. Finally, select **OK** to confirm the transaction.



Check Wii Balance Board

Check to see if your Wii Balance Board is working properly. Follow the onscreen instructions to turn on the power of the Wii Balance Board and to step onto it.

Note: The Wii Balance Board will turn itself off after the procedure.



WiiConnect24 allows the Wii System to be connected to the internet while the system is in Standby Mode.

EVENTS

Here are the events you can play in this game. For more descriptive instructions of each event, select **Instructions** (p.9) before the start of the event.

All events can be played with the Wii Remote alone. Hold it in the direction indicated by the icon.

The events with this icon support the use of the Nunchuk. Connect the Nunchuk to the Wii Remote.

The events with this icon support the use of the Wii Balance Board. Place it in the direction indicated by the icon. Select these events from the Wii Balance Board mode (p.11).

Downhill (Alpine Skiing)

Giant Slalom (Alpine Skiing)

Navigate your character through the gates within the course. In these events, each time you miss a gate, a time penalty will be added to your time.

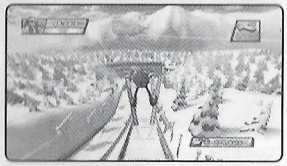
Hold the Wii Remote (and Nunchuk) like ski pole(s). On the count of "3, 2, 1, **GO!**" shake the Wii Remote (and Nunchuk) to start, then navigate by tilting the Wii Remote (and Nunchuk).

Individual Large Hill (Ski Jumping)

Team Large Hill (Ski Jumping)

Slide down the long takeoff ramp, and jump as far as you can in style.

Use the Wii Remote (and Nunchuk) to keep yourself from being off-balance, both while sliding down the takeoff ramp and during the jump. The distance you jumped and your flying style are evaluated in points.



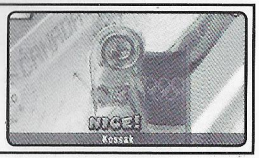
Moguls (Freestyle Skiing)

Ski left and right to navigate through the moguls, and perform tricks at two kickers (jumping ramps).

Hold the Wii Remote (and Nunchuk) like ski pole(s). On the count of "3, 2, 1, **GO!**" shake the Wii Remote (and Nunchuk) to start, then navigate through the moguls to increase speed. Jump at the kicker to gain air, then tilt the Wii Remote in any direction to perform a trick. Jumping at the right time will not only give more altitude, but also display the trick mark (see below) for advanced tricks.

Trick Marks

With some events that involve aerial tricks, a trick mark may be displayed. Enter a command by drawing the displayed trick mark with the Wii Remote. Enter it successfully, and you will perform a more difficult trick. If you don't enter it quickly, you may end up stumbling with a big loss of time and momentum.



Vinm's Lair

Ski Cross (Freestyle Skiing)

It's you against three others in a race to the goal.

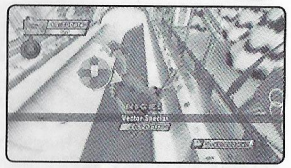
Hold the Wii Remote (and Nunchuk) like ski pole(s), and navigate your character through the winding course, while avoiding other competitors. Perform big jumps at the ramps on the course.

Halfpipe (Snowboard)

Zig-zag yourself through the course, and perform various aerial tricks at the edge of the halfpipe.

Jump at the edge of the halfpipe, then perform tricks by moving the Wii Remote left/right/up/down. For advanced tricks, enter +Control Pad/Control Stick left/right/up/down to display the trick mark. Be careful not to stumble by doing a trick late.

If you have the Nunchuk, press the Z Button while jumping to grab the board.

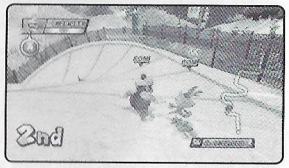


Your performance will be evaluated in points, and you compete for the most points.

Snowboard Cross (Snowboard)

Navigate through the course and finish the race before your opponents do. You can show off during the jump with an aerial trick. It will accelerate you upon landing. Be careful not to stumble.

Hold the Wii Remote vertically, and tilt to navigate.



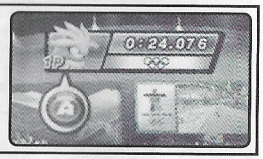
Speed Skating 500m

Compete for the fastest time to the finish line.

Watch your character's hand, and as soon as it flashes, alternately swing the Wii Remote from left to right, and right to left. Look out for the corners, where the pace of swinging changes. Swinging at the right time yields the best performance.

Special Action

In many events, you may use a Special Action once during the event (once per jump on ski jumping). Look at the A Button icon at the top left of the screen. You may press the A Button while the icon is lit (and whenever you think it is the right time) for the Special Action.



Short Track 1000m (Speed Skating)

Short Track Relay (Speed Skating)

Race against three other skaters to the finish.

Shake the Wii Remote left and right rapidly to build speed on the straight-away, and tilt it left to turn on the corners. Follow the green line on the inside of the track, as it indicates the ideal cornering path for greater acceleration. Be careful not to tangle up with others.

With pass off, you will skate with four characters (either by yourself or as a team). Shake the Wii Remote at the right moment to pass off to the next skater.

Figure Skating

Select music, then perform a series of routines to impress the crowd and judges.

As you skate through the routine, you will arrive at various "Element Points." Swing the Wii Remote up/down or, spin the Wii Remote as indicated, to perform steps, jumps, spins or spirals. Also hold the Wii Remote steady vertically (upright) to keep your balance. There will also be a trick mark for combination jumps. At the finale, be sure to perform the finishing pose.

The Music Used in Figure Skating:

The Four Seasons (by Antonio Lucio Vivaldi)
Les Pâtineurs Op.183 (by Émile Waldteufel)
Fantaisie-Impromptu Op. posthumous 66 (by Frédéric François Chopin)
Swan Lake Op. 20. (by Pyotr Il'yich Tchaikovsky)
The Nutcracker Op. 71. Waltz of the Flowers (by Pyotr Il'yich Tchaikovsky)
Ellens Gesang III Ave Maria D 839 (by Franz Peter Schubert)

Skeleton

Bobsleigh

Slide through the winding course. While the skeleton is played with one character, bobsleigh is played as a four-character team, but the controls are the same.

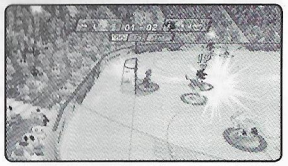
Hold the Wii Remote upright by your chest, and tilt yourself left/right with the Wii Remote to carefully negotiate the turns to the finish line. Stay on the yellow line as it indicates the best line on the course, accelerating your sled.

With bobsleigh, whether in Co-op Play or TeamVersus, all members in the team must tilt themselves to turn smoothly in the same direction.

Ice Hockey

Skate your way towards the opponent's net, and shoot the puck in the goal. The team with the most points at the end of the match wins.

Pass the puck around to your teammates to build up power, and shake the Wii Remote to blast out a powerful shot. Perform a hard body check to stop the opponent or steal the puck from them. If your opponent shoots, make sure to catch it. Blocking with your body could stun yourself.



Vimm's Lair

Curling

Curling is played in a team of four characters.

Choose the direction and throw the stone. You may want to give it a spin if you want it to go behind one of the stones. Sweep in front of your stone to slide it further, or do nothing to slow it down naturally.

At the completion of each end, the team with the stone closest to the center of the circle will score points. One point is given for each stone inside the outer circle *and* inside the opponent's innermost stone. After the completion of a specified number of ends, the team with the most points wins the match.

Dream Ski Cross

Dream Snowboard Cross

Play Ski Cross or Snowboard Cross on a totally original course! Play as an **Individual** or a **Team**.

General controls are the same as their Olympic Event counterparts, but there are items you can grab to get an advantage or that can distract you. For items you can use, press the B Button.

In a team competition, you'll compete for the fastest combined team time.

Note: In Wii Balance Board Mode, only the individual play is available.

Items

Green Shells
Throw to hit and knock down opponents.

Red Shells
Hone in on the target, sending him/her flying when hit.

Super Star
Become invincible and move faster for a set period of time.

Lightning
Strike your opponent and knock them down.

Fake Item Box
Looks real. Knocks down anyone who touches it.

High Speed Shoes
Boosts your speed for a set period of time.

Barrier
Shields you from a single attack.

Bomb
Launches an explosive at targets in front of your character.

Special Action
Allows you to use your special action again.

Warp Hole
Used in team match only. Warps teammates to the location further ahead.

Star Team Coin
Used in team match only. Collect the same number of coins as the number of members in your team to perform a team action.

Coins & Rings
Collect five of them, and you will be able to use Special Action again.

Among the Dream Events, only **Dream Ski Cross** and **Dream Snowboard Cross** are available from the beginning. You must unlock other Dream Events in order to play them. Please see the in-game instructions before each event for details.

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